

In the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original): A strategy game comprising:

a series of playing pieces with at least one playing piece having a distinguishing means for distinguishing the piece as exclusive to a player;

a series of tile pieces, each comprising at least one playing space for receiving at least one playing piece thereon and possibly at least one potential barrier indicator on at least one side of the playing space indicating a barrier element across which a playing piece is not entitled to pass, the tile pieces capable of being manipulated to create a dynamic non-static playing board in a changeable maze configuration positioned on a horizontal surface, which maze configuration is changeable during play, the tile pieces capable of being evenly aligned in rows so that the pieces in each row are capable of sliding relative to an adjacent row, the tile pieces being capable of being positioned in a flat configuration at a beginning of a game to form the dynamic non-static playing board with playing spaces and barrier elements creating a maze configuration through which the playing pieces are capable of moving;

at least one random selection means capable of indicating one of a series of numbers indicating a number of spaces to be moved across the playing board on the playing spaces by a playing piece, the random selection means further comprising at least one slide indicator randomly appearing on a player's turn which slide indicator designates that the player slide a new tile piece into a first end of one row and thereby causing a tile piece at an opposite second end of the row to slide out of the row and be removed from the playing board, thereby altering the maze on the playing board.

2. (Original): The strategy game of Claim 1, wherein the random selection means comprises at least

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one multi-sided die, each side of which die bears a numerical indicator for indicating the number of playing spaces to be moved by a playing piece across the playing board.

3. (Original): The strategy game of Claim 1, wherein the random selection means comprises an electronic selection means for generating random numbers.

4. (Original): The strategy game of Claim 1, wherein the slide indicator comprises a visual indicator which may appear simultaneously with one of the series of numbers.

5. (Original): The strategy game of Claim 1, wherein each of the tile pieces is capable of being stacked on any one of the other playing pieces and the random selection means further comprising at least one stack indicator randomly appearing on a players turn which stack indicator designates that the player stack a new tile piece on one of the tile pieces on the playing board thereby potentially altering the maze configuration of the playing board.

6. (Original): The strategy game of Claim 5, wherein the slide indicator comprises a visual indicator which may appear simultaneously with one of the series of numbers.

7. (Original): The strategy game of Claim 5, wherein each of the tile pieces has a top side formed in a square plane having orthogonal bisecting indicia indicating four playing spaces evenly spaced around the tile piece and the at least one barrier indicator comprises at least one linear protrusion from the top side along at least one side of at least one of the playing spaces and each of the tile pieces has a bottom side having orthogonal bisecting linear grooves matching the sides of the playing spaces on the top side so that one tile may be stacked upon another tile with the barrier indicators of a bottom tile piece fitting in a groove on the bottom side of the top stacked tile piece.

8. (Original): The strategy game of Claim 7, further comprising a support board having physical row

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indicating means comprising a series of parallel linear protrusions across the board for demarking aligned rows capable of receiving a series of tile pieces in each of the aligned rows to form the playing board with the linear protrusions of the support board fitting within the grooves on the bottom side of the tiles, the tile pieces being capable of sliding within each of the aligned rows on the support board.

9. (Original): The strategy game of Claim 1, further comprising a support board having physical row indicating means thereon for demarking aligned rows capable of receiving a series of tile pieces in each of the aligned rows to form the playing board, the row indicating means being capable of receiving a series of tile pieces therein, the tile pieces being capable of sliding within each of the aligned rows on the support board.

10. (Original): The strategy game of Claim 9, further comprising a rotatable board under the support board to turn the playing board to different orientations.

11. (Original): The strategy game of Claim 1, wherein the strategy game is represented in a visual display format programmed to simulate the strategy game.

12. (New): A strategy game comprising:

a series of playing pieces with at least one playing piece having a distinguishing means for distinguishing the piece as exclusive to a player;

a series of tile pieces, each defining four playing space quadrants therein for receiving at least one playing piece thereon and including at least one fixed barrier within an area defined by the four playing space quadrants across which a playing piece is not entitled to pass, the tile pieces capable of being manipulated to create a dynamic non-static playing board in a changeable maze configuration positioned on a horizontal surface, which maze configuration is changeable during play, the tile pieces capable of being evenly aligned in rows so that the pieces in each row are capable of sliding relative to an adjacent row, the tile pieces

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being capable of being positioned in a configuration at a beginning of a game to form the dynamic non-static playing board with playing spaces and barrier elements creating a maze configuration through which the at least one playing piece is capable of moving;

at least one random selection means capable of indicating one of a series of numbers indicating a number of spaces to be moved across the playing board on the playing spaces by a playing piece, the random selection means further comprising at least one slide indicator randomly appearing on a player's turn which slide indicator designates that the player slide a new tile piece into a first end of one row and thereby causing a tile piece at an opposite second end of the row to slide out of the row and be removed from the playing board, thereby altering the maze on the playing board.

13. (New): The strategy game of Claim 12, wherein each of the tile pieces is capable of being stacked on any one of the other playing pieces and the random selection means further comprising at least one stack indicator randomly appearing on a players turn which stack indicator designates that the player stack a new tile piece on one of the tile pieces on the playing board thereby potentially altering the maze configuration of the playing board.

14. (New): The strategy game of Claim 13, wherein each of the tile pieces has a top side formed in a square plane having orthogonal bisecting indicia indicating four playing spaces evenly spaced around the tile piece and the at least one fixed barrier comprises at least one linear protrusion from the top side along at least one side of at least one of the playing spaces and each of the tile pieces has a bottom side having orthogonal bisecting linear grooves matching the sides of the playing spaces on the top side so that one tile may be stacked upon another tile with the barrier indicators of a bottom tile piece fitting in a groove on the bottom side of the top stacked tile piece.

15. (New): The strategy game of Claim 14, further comprising a support board having physical row indicating means comprising a series of parallel linear protrusions across the board for demarking aligned rows

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capable of receiving a series of tile pieces in each of the aligned rows to form the playing board with the linear protrusions of the support board fitting within the grooves on the bottom side of the tiles, the tile pieces being capable of sliding within each of the aligned rows on the support board.

16. (New): The strategy game of Claim 12, wherein the strategy game is represented in a visual display format programmed to simulate the strategy game.

17. (New): A strategy game comprising:

a series of tile pieces, each defining four playing space quadrants therein for receiving at least one playing piece thereon and including at least one fixed barrier within an area defined by the four playing space quadrants across which a playing piece is not entitled to pass, the tile pieces capable of being manipulated to create a dynamic non-static playing board in a changeable maze configuration positioned on a horizontal surface, which maze configuration is changeable during play, the tile pieces capable of being evenly aligned in rows so that the pieces in each row are capable of sliding relative to an adjacent row, the tile pieces being capable of being positioned in a configuration at a beginning of a game to form the dynamic non-static playing board with playing spaces and barrier elements creating a maze configuration through which the at least one playing piece is capable of moving.

18. (New): The strategy game of Claim 17, wherein each of the tile pieces is capable of being stacked on any one of the other playing pieces and the random selection means further comprising at least one stack indicator randomly appearing on a player's turn which stack indicator designates that the player stack a new tile piece on one of the tile pieces on the playing board thereby potentially altering the maze configuration of the playing board.

19. (New): The strategy game of Claim 18, wherein each of the tile pieces has a top side formed in a square plane having orthogonal bisecting indicia indicating four playing spaces evenly spaced around the tile

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piece and the at least one fixed barrier comprises at least one linear protrusion from the top side along at least one side of at least one of the playing spaces and each of the tile pieces has a bottom side having orthogonal bisecting linear grooves matching the sides of the playing spaces on the top side so that one tile may be stacked upon another tile with the barrier indicators of a bottom tile piece fitting in a groove on the bottom side of the top stacked tile piece.

20. (New): The strategy game of Claim 17, wherein the strategy game is represented in a visual display format programmed to simulate the strategy game.

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